

# OPERATION ON THE GUDBRANDSDAL

SCENARIO ASL TAC 39 Translated by Coastal Fortress Gaming Group



**VICTORY CONDITIONS:** The Germans wins at game end if they exit 22 VP(prisoners included) along the northern edge.

**TRETEN, NORWAY, April 23,1940:**

Landing on April 19 in Aandalsnes, the 148<sup>th</sup> British Territorial Brigade first had to go north to take back Trondheim harbor. In fact, it quickly appeared that the most serious threat was coming from the south, where the Germans, halted 10 days before in Oslo, were pushing back the Norwegian 2<sup>nd</sup> Division along the railway and the Gudbrandsdal river. The Brigade then turned south, but did not manage to regroup early enough to stop the Germans from seizing Lillehammer. The British were then heavily handicapped by the *Cedarbank* torpedoing, which sank the entire Brigade transportation pool along with the majority of its ammunition and food reserves. Transported with hastily requisitioned trucks and buses, the British soldiers also suffered from a lack of winter clothes. Finally, a strong defensive position was installed at Tretten, where the steep hills west of the Gudbrandsdal interdicted all moves. Despite the support of some surviving Norwegian units, things were not looking too good. Without artillery support and short of ammunition, the British soldiers hadn't slept and had barely eaten during the last thirty-six hours.

**BOARD PLACEMENT:**

**BALANCE:**

✚ Germans must exit 20 VPs in order to win

⊖ Delete SSR3.



7	
	2

⊖ BRITISH sets up first	✚	1	2	3	4	5	6	7	8	9	END
✚ GERMAN moves first											



**Elements of 148<sup>th</sup> Territorial Brigade (Leicestershire Regiment and Sherwood Foresters) [ELR:2]**  
set up on Board 2 Hill hexes, on/north of hexrow M {SAN:3}:

1 4-5-7	1 8-1	1 8-0	1 4-12	1 2-7	1 5 [2-11]	1 1-12
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**Forester Regiment reinforcements**  
enter on turn 4 along the northern edge:

1 4-5-7	1 8-0	1 2-7	1 1-12
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5



**Elements of the 196<sup>th</sup> Infantry Division [ELR:3]**  
enter on turn 1 along the southern edge {SAN:2}:

1 4-5-7	1 8-1	1 8-0	1 8-0	1 3-8	1 3-8	1 8-20mm
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15

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2

3

2

15
1
1

3



Scenario Design: Théophile Monnier and Robin Reeve

**SSR:**

1. EC are Ground Snow, with no wind at start.  
The River is not frozen (B21.6 is NA)
2. All Buildings are wooden.
3. British MTRs suffer from Ammunition Shortage
4. The western side of the river cannot be entered from offboard.

**AFTERMATH:** Placed forward on the road, two Forester companies, supported by a Leicestershire company placed on the heights, were attacked by the Germans around 1300. After an hour of fighting, the second company of the Leicestershire was sent from Tretten as reinforcements. Three German light tanks pierced the British positions, without being damaged by numerous antitank rifle shots, and deeply advanced toward Tretten. Unluckily for the British, they intercepted some officers of the Brigade on recon duty, along with the Norwegian military adviser, and cut off all retreat. The village itself was soon under infantry gunfire and had to be abandoned. Only a British rear guard held until the evening to allow all the units of the area to withdraw. On their side, the Norwegian dragoons, positioned farther east to prevent an eventual turning attack, weren't attacked and could return to their trucks safely. Reduced to 9 officers and 300 troopers, the 148<sup>th</sup> Brigade was no longer a sufficient combat force to prevent the Germans from resuming their attack toward Aandalsnes. One week later, the British Corp. had to disengage and the Norwegian 2<sup>nd</sup> Division surrendered on May 2<sup>nd</sup>.